

# Servo and Stepper Motor Interfacing

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- Study of stepper and servo motors
- Interfacing with ATmega2560 and ARM based Firebird V robot
- Study working characteristics of steppers
- Write API for precision and speed control of a servo
- Write API for speed control of a stepper
- Investigate frequency range supported by servo
- Control 4-DOF robotic arm and write API



## Tasks

- Study of stepper and servo motors
- Interfacing with Firebird V robot
- Study working characteristics of steppers
- Write API for precision and speed control of a servo
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- Investigate frequency range supported by servo
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## Status

Done  
Done  
Done  
Done  
Done  
Done  
Pending



# Results and Discussion

## Stepper Characteristics

- Stepper's voltage vs. current graphs were analysed for different step modes.

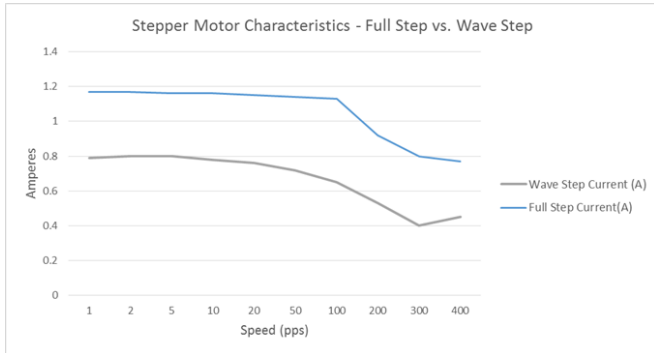
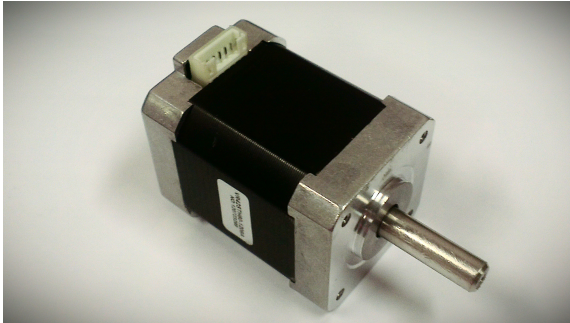


Figure : Comparison of currents in Full vs Half stepping modes



## Stepper Characteristics (contd.)

- Stepper's torque at different speeds could not be measured because of the lack of reliable method and equipment to measure the static as well as dynamic torque simultaneously.



# Results and Discussion

## Servo Precision and Speed Control API

- Implemented with interrupts
- A 20 ms time period divided into 8 slots of 2.5 ms each
- Each used to control the on time of 3 servos with 3 channels of Timer1
- Speed is varied by linearly increasing/decreasing servo angle in calculated time

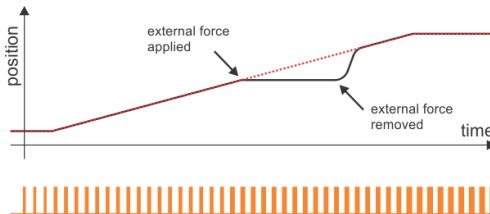


Figure : Speed control through position ramp



# Results and Discussion

## Stepper Speed Control API

- Implemented using timer and compare match interrupt
- A continuously running timer is used.
- Time period before next step is calculated and compare match is scheduled after that time
- Speed is varied by varying the step time delay



# Results and Discussion

## Servo characteristics

- Servo operating frequency  $\Rightarrow$  20 - 300 Hz
- Much more tolerant than rated range of 40 - 60 Hz
- Torque and speed output fairly constant throughout range
- Lower frequencies (5 - 15 Hz) gives low torque and jerky motion
- Servo starts heating up at higher frequencies ( $> 300$  Hz)





### Features

- Simultaneous control of upto 24 servos
- Servo can be connected to any GPIO pin
- $1^\circ$  precision for each servo
- Independent Speed control
- Ability to simultaneously rotate multiple servos
- Non-blocking calls - implemented in interrupts

### Bugs and Limitations

- Servo tends to deviate to extreme end when changing targets near  $0^\circ$
- Servo sometimes takes a fast start when told to move at a certain speed



### Features

- Stepper can be connected to any GPIO pins even from different ports
- Upto 3 steppers can be controlled simultaneously
- Steppers can be commanded to rotate in single steps or to rotate specified number of steps at a specified speed
- Speed can be varied in motion to create speed ramps
- Non-blocking calls - implemented in interrupts

### Bugs and Limitations

- Only 3 steppers can be controlled with a single timer.
- Speed ramps aren't implemented in interrupts although it is possible

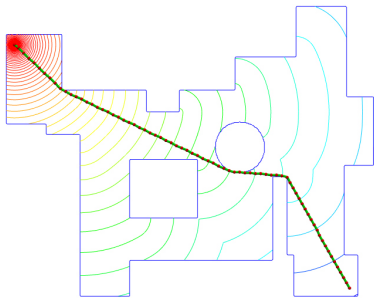


- Stepper API can be improved to implement speed ramp in interrupts
- Servo API can be used for robotic arms and humanoid robots requiring simultaneous control of multiple servos
- Resolving bugs in Servo API



## Environment mapping and shortest path planning

- A robot examining its surroundings and building a map in memory.
- Then on further navigations to a certain destination, use the shortest path to travel to it
- Can be applied in situations or places where human exploration is limited or dangerous.



## Control of Wheelchair using Eye Movements

- A camera captures images.
- Sends these to a computer for processing
- Depending on pics of various eye, head movements, sends commands to controller for doing certain task



## Control of Wheelchair using BCI

- An electrode captures neural signals
- Sends these to a computer for processing
- Depending on peaks in signals due to various movements, sends commands to controller for doing certain task



# Thank You!

